

THE OL' RAZZLE DAZZLE



Destroy a Relic or Monster.
Reveal the top card of its
controller's deck and put
that card into your hand.

Charm

34/100

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FRENEMY



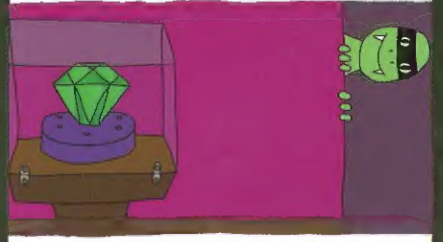
Free.
When Frenemy enters
play, choose an opponent to
reveal their hand and put a
card from it into your hand

3 2 Monster

59/100

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SWINDLER APPRENTICE



Discard 2 cards to
gain control of a Relic or
Monster.

2 4 Monster

80/100

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SKULCHIFY



Ambush.
Destroy a Relic
or Monster.

Charm

26/100

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BLACK MARKET



You may play Black Market
for Free. If you do,
take 5 damage.
 Draw a card from an
opponent's deck, then
discard a card to that
player's discard pile.

Relic

80/100

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FOUNTAIN OF BACON



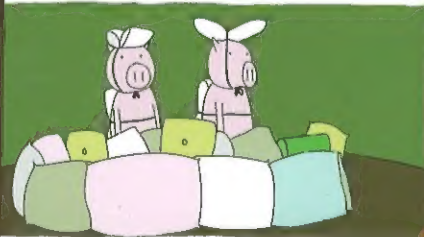
Roll 2 D6s and gain
that much life.

Relic

00/100

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PILLOW FORT



Damage you take from
each Monster during
Battle is reduced to 1.

Relic

07/100

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BIG MAN PIG MAN



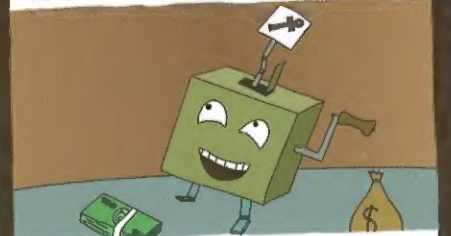
Flight.
Whenever Big Man Pig
Man or another Monster
dies, put a **Pig** into play.

7 5 Monster

47/100

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GAMBLEBOX 300



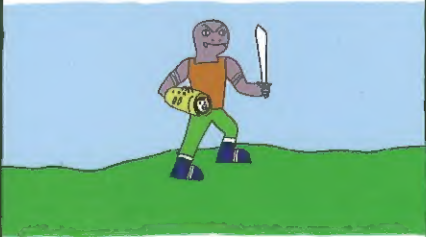
Reveal the top card of
your deck. If it's a Charm,
deal 3 damage. If it's a
Monster, put a **Pig** into play.
If it's a Relic, put that
Relic into play.

Relic

91/100

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SWINEBLASTER



Pigs you control have +2/ +2♥.
 ⚙️ Destroy a Pig and deal 3 damage to its controller.

5/5♥ Monster

61/100

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TRUFFLE HUNT



Ambush.
 Draw a card for each Pig you control.

Charm

37/100

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TREACHEROUS COUNSEL



Ambush.
 Draw 4 cards, then reveal your hand and an opponent of your choice takes one card from it and puts it into their hand.

Charm

35/100

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INSIGHT



Ambush.
 Draw 3 cards.

Charm

17/100

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JERK MOVE



Ambush. Free.
 Draw a card, then gain life equal to the number of cards in your hand.
 Each opponent takes damage equal to the number of cards in their hand, then discards a card.

Charm

18/100

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MARTIAN PRETZEL MAN



When Martian Pretzel Man enters play, look at an opponent's hand and choose a Charm from it, then play it for Free.

4/4♥

Monster

67/100

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TREAT YO' SELF



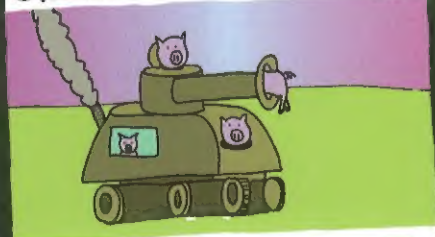
Ambush.
 Gain 10 life.
 Draw a card.
 Put a Pig into play.

Charm

39/100

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QUADHOG TANK



When Quadhog Tank is destroyed, put 4 Pigs into play.

8/8♥ Monster

72/100

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ETALA NEGOTIATOR



Flight.
 When Etala Negotiator enters play, exchange control of it with a Monster or Relic an opponent controls.

3/3♥

Monster

54/100

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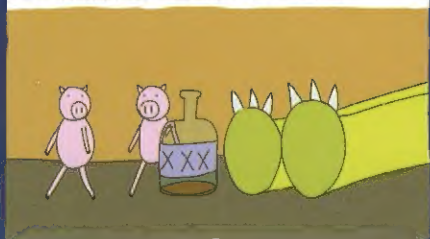
TORRENT SPHINX



Flight.
When Torrent Sphinx enters play, gain control of a Monster.

2/4 Monster

SPIRITED DIVERSION



Ambush.
Free.
Pigs and Monsters deal no damage during Battle this turn.
Draw a card.

Charm

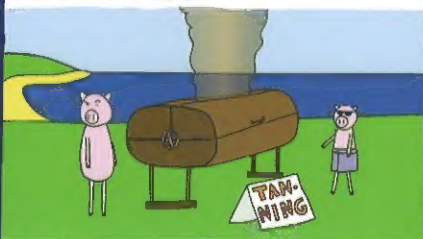
KIDNAP



Search an opponent's deck for a Monster and put it into play. Then, shuffle that opponent's deck and put Kidnap in his or her discard pile.

Charm

PIG ROAST



Ambush.
Destroy all Pigs. Gain 2 life for each Pig destroyed.
Draw a card.

Charm

SQUEAL OF FORTUNE



Free.
Roll a D6 and put that many Pigs into play.

Charm

SMASH



Ambush.
Destroy a Relic and deal 5 damage to its controller.

Charm

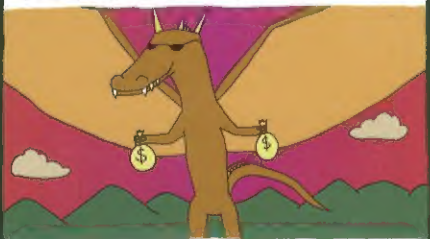
DETONATE



Ambush.
Free.
Discard a card when you play Detonate.
Destroy a Relic or Monster.

Charm

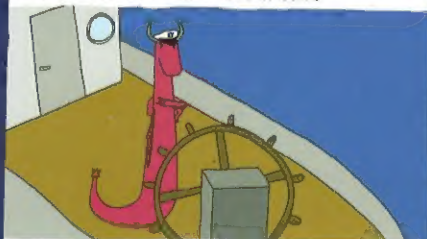
TRAITOR DRAGON



Ambush.
Flight.
When Traitor Dragon enters play, draw two cards. Then, an opponent of your choice gains control of Traitor Dragon.

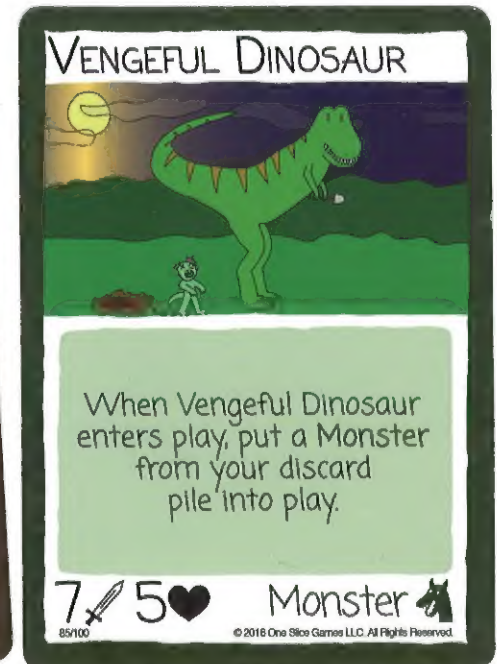
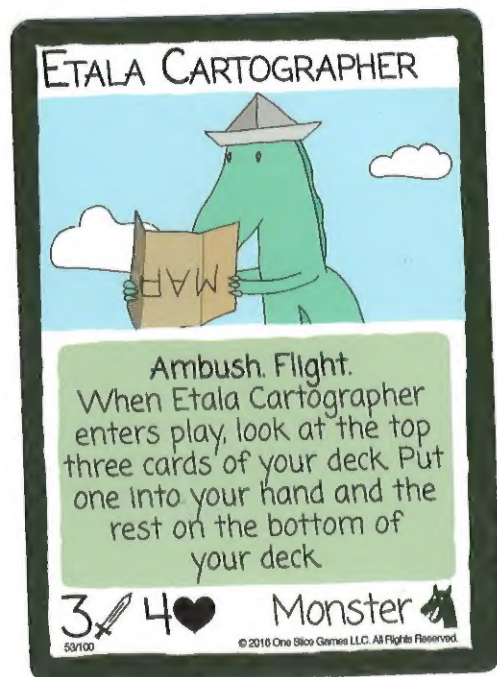
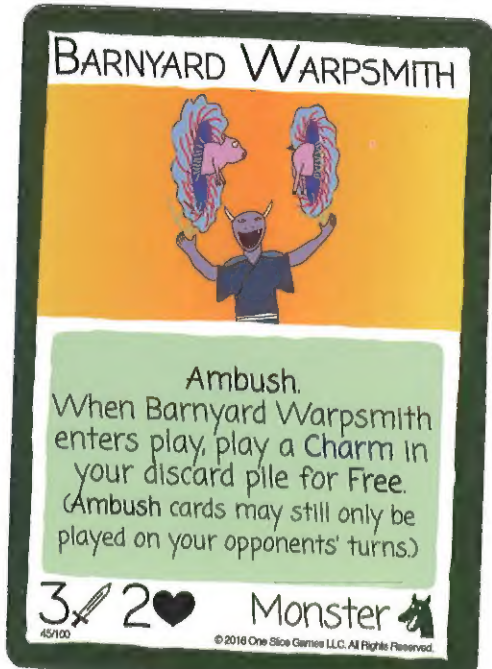
6/5 Monster

SAONA'S JOURNEY

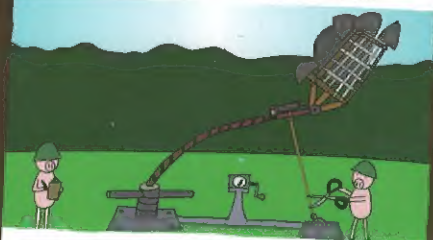


Search your deck for a Relic and put it into play. Then, shuffle your deck and draw a card.

Charm



MAKESHIFT CATAPULT



When Makeshift Catapult enters play, destroy another Relic.
 ⚙️ Choose a Monster, **Pig**, or player. Roll a D6 and deal that much damage to it.

Relic

04/100

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FIERY FIRE DRAGON



Flight.
 When Fiery Fire Dragon enters play, it deals 8 damage to a Monster or player.

8 8 Monster

57/100

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BOOTY BUZZARD



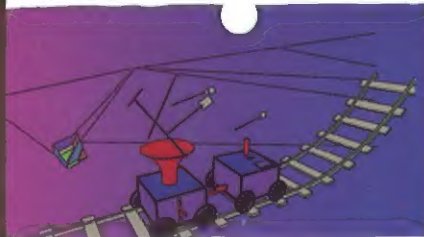
Flight.
 When Booty Buzzard enters play, gain control of a Relic.

3 2 Monster

48/100

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WUZZLEATOR



⚙️ Reveal the top 5 cards of your deck and put a Relic from them into your hand. Put the rest of the cards into your discard pile.

Relic

100/100

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AZALLO



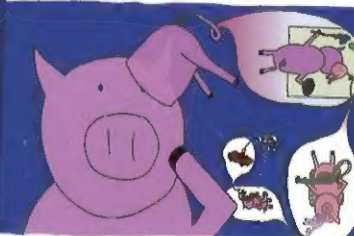
Flight.
 When Azallo enters play, destroy up to 2 Relics and/or Monsters.

6 6 Monster

40/100

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COILTAIL MUSE



Ambush.
 Draw a card and return Coiltail Muse to your hand.

Charm

8/100

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RAGING BULL



Rage.
 When Raging Bull enters play, roll a D6 and destroy that many Relics of your choice. (If there are not enough Relics, destroy them all.)

7 4 Monster

73/100

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BOARNADO



Ambush.
 Roll a D6 and deal 6 damage to that many Monsters and/or **Pigs**.

Charm

2/100

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JUNKYARD FARMER



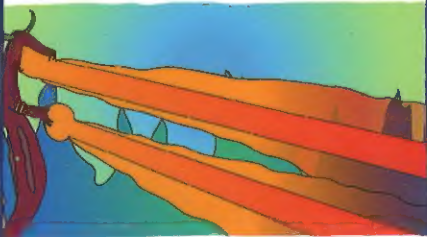
⚙️ Choose one - Put a **Pig** into play; or put a Relic from your discard pile into play.

4 5 Monster

66/100

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EPIC BURN



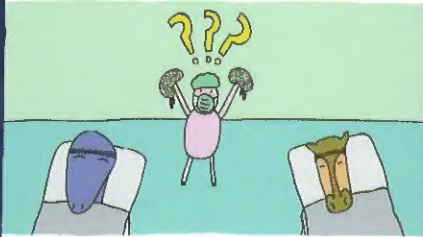
Deal 10 damage.

Charm

8/100

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BRAIN SWAP



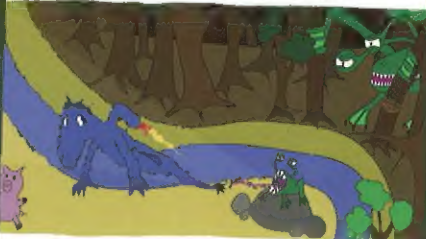
Exchange hands with an opponent.

Charm

3/100

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CALLER OF NATURE



When Caller of Nature enters play, search your deck for a Monster and put it into play. Then, shuffle your deck.

0/2

Monster

49/100

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FREE BURN RIDE



Ambush.
Free.

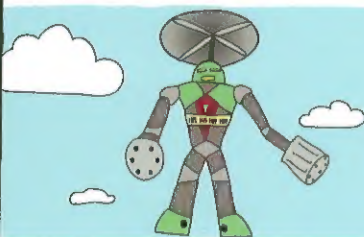
Deal 6 damage to a Monster. You may play Free Burn Ride from your discard pile. If you do, put it on the bottom of your deck.

Charm

10/100

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ROFLCOPTER



Ambush.
Flight.

When Roflcopter enters play, it deals 6 damage divided as you choose.

6/6

Monster

74/100

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MASTER SUMMONER



Each player reveals the top card of their deck. Put a monster from among them into your hand and the rest into their controllers' discard piles.

2/6

Monster

68/100

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BURGLE



Search an opponent's deck for a Relic and put it into play. Then, shuffle that opponent's deck and put Burgle in their discard pile.

Charm

4/100

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MOONWALK



Take another turn.

Charm

22/100

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BALOO ENFORCER



Rage.
You may play Baloo Enforcer for Free if you discard a card when you play it.

8/8

Monster

42/100

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